Aerodactyl

70 HP

STAGE 1

Evolves from Mysterious Fossil

Illus. Hajime Kusajima

Poké-BODY Reactive Protection

Any damage done to Aerodactyl by attacks from your opponent's Pokémon is reduced by 10 for each React Energy card attached to Aerodactyl *(after applying Weakness and Resistance)*.

Power Blow 10+

Does 10 damage plus 10 more damage for each Energy attached to Aerodactyl.

Speed Stroke 40

During your opponent's next turn, prevent all effects, including damage, done to Aerodactyl by attacks from your opponent's Pokémon-ex.

weakness

resistance -30

retreat cost

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Aggron

110 HP

STAGE 2

Evolves from Lairon

Illus. Hisao Nakamura

Heavy Blow 70-

Does 70 damage minus 10 damage for each damage counter on Aggron. If Aggron has any React Energy cards attached to it, this attack does 70 damage instead.

Bound Crush

Choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* During your next turn, Aggron can't use Bound Crush.

weakness

resistance -30

retreat cost

MMV-KAG-THC

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2/92 ★

Cradily

100 HP

STAGE 2

Evolves from Lileep

Illus. Hajime Kusajima

Devolution Wave

Count the number of React Energy cards attached to Cradily and choose up to that number of your opponent's Evolved Pokémon. Remove the highest Stage Evolution card from each of those Pokémon, then have your opponent shuffle those cards into his or her deck.

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Mud Shot 50

weakness

resistance

retreat cost

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Delcatty

80 HP

STAGE 1

Evolves from Skitty

Illus. Naoyo Kimura

Poké-Power **Reactive Shift**

Once during your turn *(before your attack)*, you may move a React Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Delcatty is affected by a Special Condition.

Energy Link 20

Search your discard pile for an Energy card and attach it to Delcatty.

Tail Whap 40

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Gengar

100 HP

STAGE 2

Evolves from Haunter

Illus. Kouki Saitou

Poké-POWER **Shadow Curse**

If Gengar would be Knocked Out by damage from an opponent's attack, you may put 3 damage counters on 1 of your opponent's Pokémon.

Cursed Reaction

Put 2 damage counters on your opponent's Pokémon in any way you like. If Gengar has any React Energy cards attached to it, put 4 damage counters instead.

Super Psy Bolt 60

weakness

resistance

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Golem

120 HP

STAGE 2

Evolves from Graveler

Illus. Hajime Kusajima

Mend

Search your discard pile for a Energy card and attach it to Golem. If you do, remove 2 damage counters from Golem.

Enraged Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 10 damage for each damage counter on Golem to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Rock Tumble 70

This attack's damage isn't affected by Resistance.

weakness

resistance

retreat cost

©2006 Pokémon/Nintendo

Kabutops

110 HP

STAGE 2

Evolves from Kabuto

illus. Mitsuhiro Arita

Poké-BODY **Ancient Shell**

As long as you have Omanyte or Omastar in play, damage done to Kabutops by attacks is reduced by 20 *(after applying Weakness and Resistance)*.

Energy Stream 30

Search your discard pile for a basic Energy card and attach it to Kabutops.

Extra Claws 50+

If the Defending Pokémon is Pokémon-ex, this attack does 50 damage plus 30 more damage.

weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Lapras

80 HP

BASIC

Illus. Kogeniaru Himeno

Poké-POWER **Support Navigation**

Once during your turn, when you put Lapras onto your Bench from your hand, you may search your deck for a Supporter card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Surf 30

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Machamp

120 HP

STAGE 2

Evolves from Machoke

Illus. Kouki Saitou

Derail 40

Discard a Special Energy card, if any, attached to the Defending Pokémon.

Swift Blow 60+

Does 60 damage plus 20 damage for each React Energy card attached to Machamp.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Mew

70 HP

BASIC

Illus. Kouki Saitou

Poké-POWER **Type Change**

Once during your turn *(before your attack)*, you may choose 1 of the Defending Pokémon. Mew is the same type as that Pokémon (all if that Pokémon is more than 1 type) until the end of your turn. This power can't be used if Mew is affected by a Special Condition.

Link Blast 50

If Mew and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 20 instead of 50.

weakness

©2006 Pokémon/Nintendo

Muk

70 HP

STAGE 1 *Evolves from Grimer*

Poké-BODY **Stench**

As long as Muk is your Active Pokémon, each player's Pokémon can't use any Poké-Powers.

Poison Ring 20

The Defending Pokémon is now Poisoned. The Defending Pokémon can't retreat during your opponent's next turn.

Sludge Toss 50

weakness resistance retreat cost

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Shiftry

110 HP

STAGE 2 Evolves from Nuzleaf

Poké-POWER **Evolutionary Fan**

Once during your turn, when you play Shiftry from your hand to evolve 1 of your Pokémon, you may choose 1 of your Evolved Pokémon in play (excluding any Shiftry). Return that Pokémon and all cards attached to it to your hand.

Reactive Beating 30

If Shiftry has any React Energy cards attached to it, the Defending Pokémon is now Confused.

Cross-Cut 40+

If the Defending Pokemon is an Evolved Pokémon, this attack does 40 damage plus 30 more damage.

weakness resistance -30 retreat cost

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Victreebel

100 HP

STAGE 2

Evolves from Weepinbell

Illus. Sumiyoshi Kuzuki

Poké Power **Nectar Pod**

Once during your turn *(before your attack)*, you may switch 1 of your opponent's Benched Stage 2 Evolved Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. This power can't be used if Victreebel is affected by a Special Condition.

Sleep Poison 10

The Defending Pokémon is now Asleep and Poisoned.

Sharp Leaf 40+

Flip a coin. If heads, this attack does 40 damage plus 30 more damage.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Wailord

120 HP

STAGE 1 Evolves from Wailmer

Illus. Kouki Saitou

Poké-BODY **Reactive Lift**

As long as Wailord has any React Energy cards attached to it, the Retreat Cost for each of your Pokémon (excluding Pokémon-ex) is 0.

Hypno Splash 40

The Defending Pokémon is now Asleep.

Rely on Friends 40+

Does 40 damage plus 10 more damage for each of your Benched Stage 1 Evolved Pokémon.

weakness resistance retreat cost

Absol

70 HP

BASIC

Poké-BODY **Shining Horn**

As long as Absol is the only Pokémon you have in play, your opponent's Basic Pokémon can't attack.

Extra Call

Search your deck for a Pokémon-ex, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness | resistance -30 | retreat cost

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15/92

Girafarig

70 HP

BASIC

Poké-BODY **Rear Sensor**

Each player's Active Basic Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

Foresight

Look at the top 5 cards of either player's deck and put them back on top of that player's deck in any order you like.

Disorder 20

If the Defending Pokémon has any Special Energy cards attached to it, the Defending Pokémon is now Confused.

weakness resistance retreat cost

©2006 Pokémon

Gorebyss

70 HP

PokéBeach.com

Illus. Atsuko Nishida

STAGE 1

Evolves from Clamperl

Poké-BODY **Reactive Booster**

Each React Energy card attached to all of your Huntail and Gorebyss provides 2 Energy of every type but has no effect other than providing Energy.

Hydro Pump 30+

Does 30 damage plus 20 more damage for each Energy attached to Gorebyss but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Huntail

80 HP

Illus. Midori Harada

STAGE 1

Evolves from Clamperl

Poké-POWER **Reactive Generator**

Once during your turn *(before your attack)*, if Huntail has no React Energy cards attached to it, you may search your deck for a React Energy card and attach it to Huntail. Shuffle your deck afterward. This power can't be used if Huntail is affected by a Special Condition.

Bite Off 40+

If the Defending Pokémon is Pokémon-ex, this attack does 40 damage plus 30 more damage.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Lanturn

80 HP

STAGE 1

Evolves from Chinchou

Illus. Kagemaru Himeno

Poké-BODY **Dual Armor**

As long as Lanturn has any Energy attached to it, Lanturn is both and type.

Razor Fin 30

Water Gun 40+

Does 40 damage plus 20 more damage for each Energy attached to Lanturn but not used to pay for this attack's Energy cost. You can't add more then 40 damage in this way

weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Lunatone

60 HP

BASIC

Poké-BODY **Sol Shade**

As long as you have Solrock in play, each player's Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

Moon Guidance

Search your deck for a Trainer card (excluding Supporter cards), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Psyshock 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

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Magmar

70 HP

BASIC

Illus. Sumiyoshi Atsuki

Poké-BODY **Stages of Evolution**

As long as Magmar is an Evolved Pokémon, all Energy attached to Magmar are Fire Energy instead of their usual types.

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokemon.)*

Burning Sensation 40

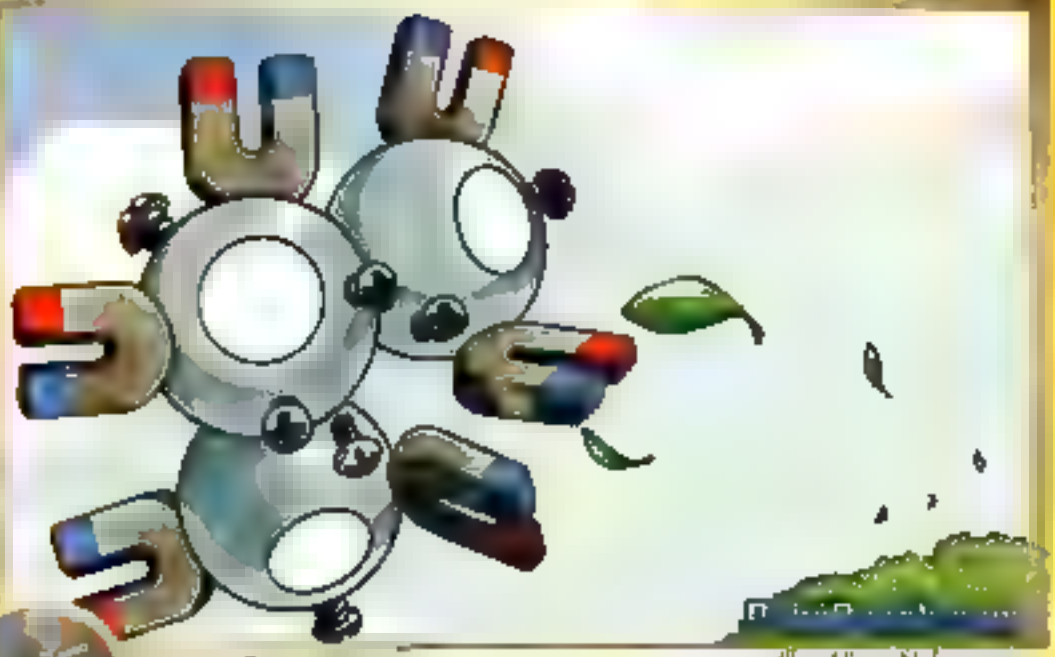
If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Burned.

weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Magneton

70 HP



STAGE 1

Evolves from Magnemite

Illus. Hisao Nakamura

Reactive Recharge

If Magneton would be Knocked Out by damage from an opponent's attack, you may move any number of React Energy cards from Magneton to your Pokémon in any way you like.

Multiple Force 30+

If Magneton has any React Energy cards attached to it, this attack does 30 damage plus 10 more damage for each Magnemite and Magneton *(both yours and your opponent's)* in play.

Magnetic Blast 60

weakness | resistance -30 | retreat cost

©2006 Pokémon/Nintendo

Omastar

100 HP

STAGE 2

Evolves from Omanyte

Illus. Atsushiro Aoki

Poké-BODY Ancient Fang

As long as you have Kabuto, Kabutops, or Kabutops ex in play, Omastar's attacks do 20 more damage to the Defending Pokémon *(before applying Weakness and Resistance)*.

Drag Off 10

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Hydro Splash 50

weakness

resistance

retreat cost

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Pinsir

70 HP

BASIC

Illus. Mitsuhiro Arita

Poké-BODY **Shining Horn**

As long as Pinsir is the only Pokémon you have in play, your opponent's Basic Pokémon can't attack.

Cry for Help

Search your deck for a Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Overhead Toss 30

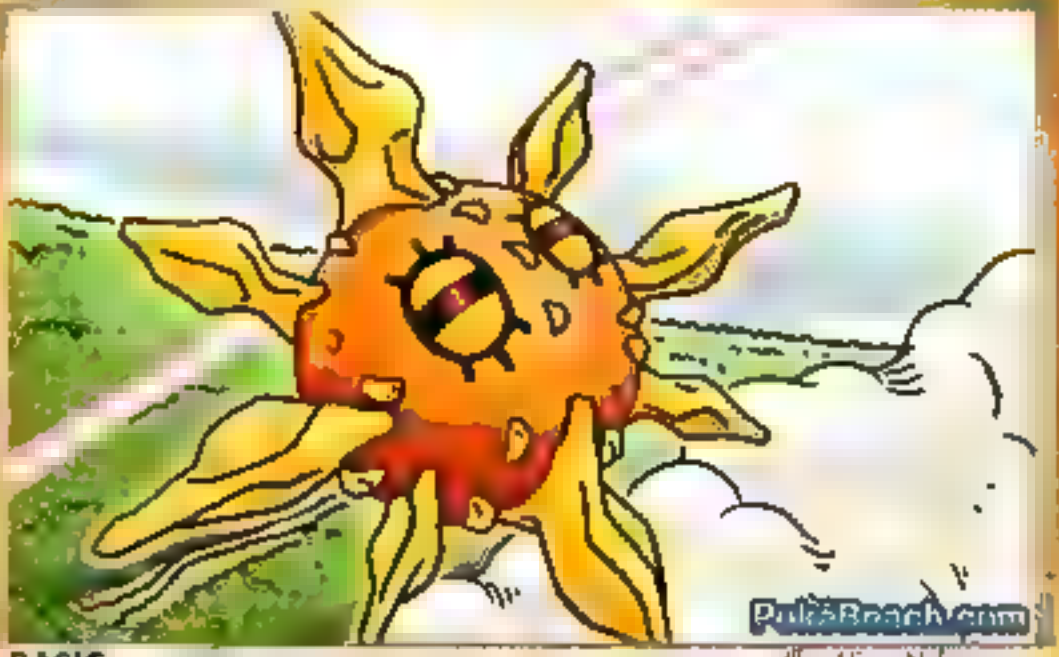
Does 20 damage to 1 of your Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Solrock

70 HP



BASIC

Illus. Hisao Nakamura

Poké-BODY **Luna Shade**

As long as you have Lunatone in play, each player's ✶ Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

Call for Family

Search your deck for a Lunatone and put it onto your Bench. Shuffle your deck afterward.

Hyper Beam

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon

weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Spinda

60 HP

BASIC

Illus. Motofumi Fujiwara

Poké-BODY Pattern Distraction

As long as Spinda is your Active Pokémon, whenever your opponent's Basic Pokemon tries to attack, your opponent flips a coin. If tails, that attack does nothing. You can't use more than 1 Pattern Distraction Poké-Body each turn.

Whimsy Draw

Flip a coin until you get tails. For each heads, draw 2 cards.

Double-edge 30

Flip a coin. If tails, Spinda does 10 damage to itself

weakness | resistance | retreat cost

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Torkoal

80 HP

BASIC

Illus. Atsuko Nishida

Cry for Help

Search your deck for a Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Fireworks 30

Flip a coin. If tails, discard a Energy attached to Torkoal.

weakness | resistance | retreat cost

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Wobbuffet

80 HP

BASIC

Poké-BODY **Stages of Evolution**

As long as Wobbuffet is an Evolved Pokémon, your opponent pays ★ more to retreat his or her Active Pokémon.

★ **Grind** 10×

Does 10 damage times the amount of Energy attached to Wobbuffet.

★ **Shadow Tag**

Put 7 damage counters on the Defending Pokémon at the end of your opponent's next turn

weakness resistance retreat cost

★ ★

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Anorith

70 HP

Illus. Atsuko Nishida

STAGE 1

Evolves from Claw Fossil

Influence

Search your deck for Omanyte, Kabuto, Aerodactyl, Lileep, or Anorith and put up to 2 of them onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.

Stretch Claws 20

If Anorith has any React Energy cards attached to it, this attack does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

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Cascoon

70 HP

STAGE 1

Evolves from Wurmple

Illus. Satoshi Adachi

Poké-POWER **Emerge**

Once during your turn *(before your attack)*, if Cascoon is your Active Pokémon, you may flip a coin. If heads, search your deck for a card that evolves from Cascoon and put it onto Cascoon. (This counts as evolving Cascoon.) Shuffle your deck afterward. This power can't be used if Cascoon is affected by a Special Condition.

Tackle 20

weakness resistance retreat cost

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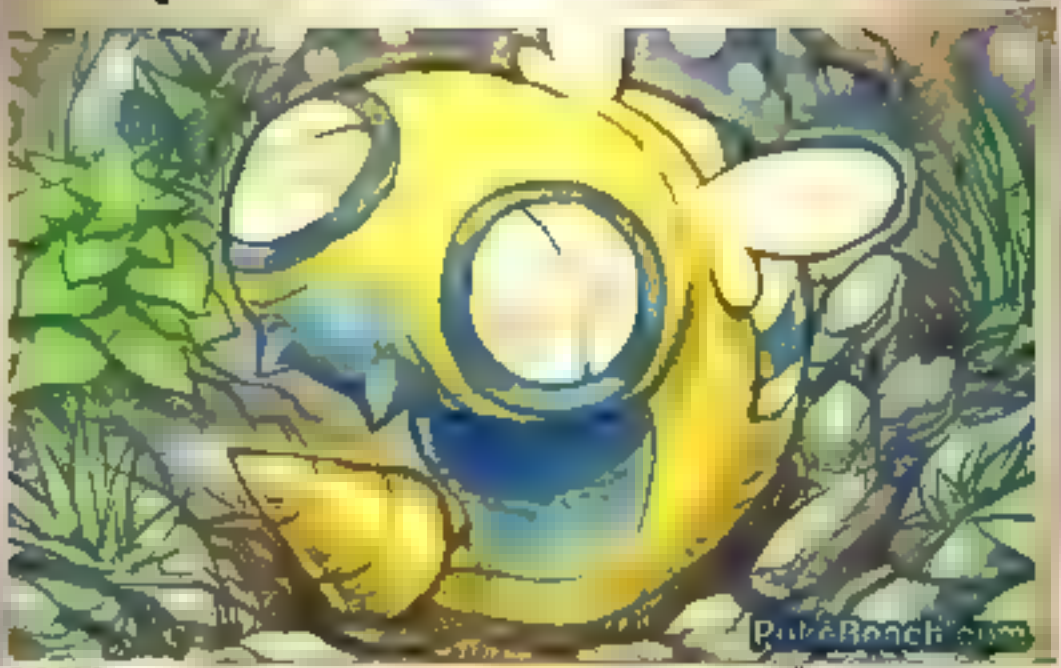
Dunsparce

50 HP



BASIC

Illus. Hajime Kusajima

Poké-BODY **Deadlock**

As long as Dunsparce is your Active Pokémon, your opponent's Dunsparce can't attack.

Down Draw

Draw 2 cards from the bottom of your deck.

Tripping Turn

The Defending Pokémon is now Confused. You may switch Dunsparce with 1 of your Benched Pokémon.

weakness | resistance | retreat cost

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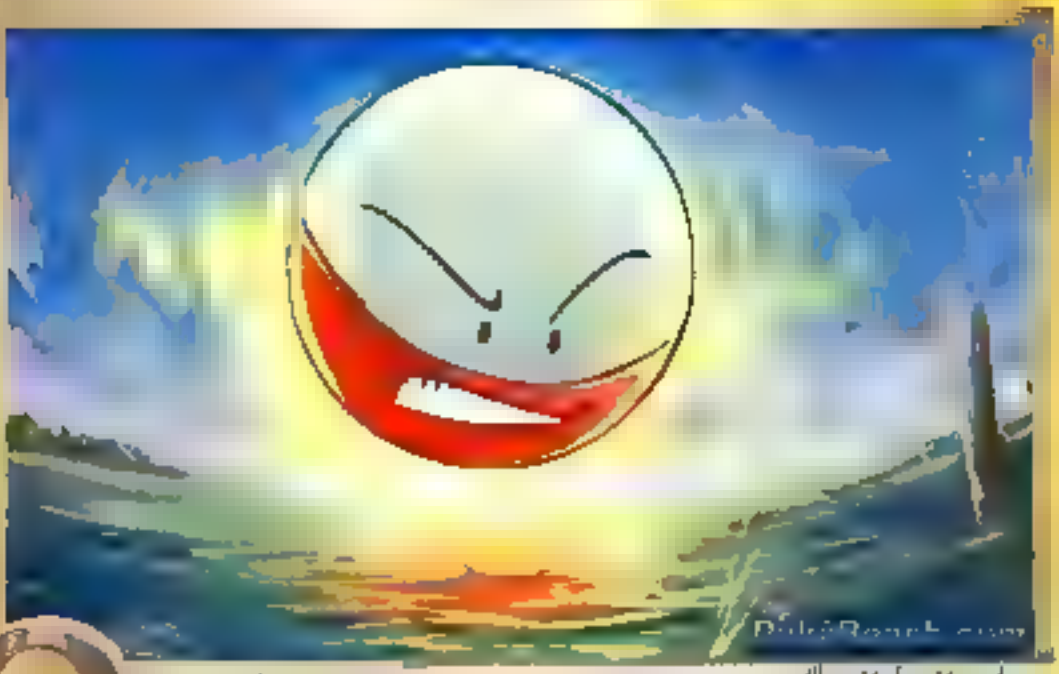
Electrode

70 HP



STAGE 1

Evolves from Voltorb

Illus. Midori Harada

Supersonic 10

The Defending Pokémon is now Confused.

Tumbling Attack 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

weakness | resistance | retreat cost

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Furret

80 HP

STAGE 1

Evolves from Sentret

Illus. Tomokazu Komiya

Body Slam 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Do the Wave 10+

Does 10 damage plus 10 more damage for each of your Benched Pokémon.

weakness

resistance

retreat cost

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Graveler

70 HP

STAGE 1

Evolves from Geodude

Illus. Sumiyoshi Kizuki

Poké-BODY **Exoskeleton**

Any damage done to Graveler by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

Rock Slide 20

Does 10 damage to 2 of your opponent's Benched Pokémon (1 if there is only 1). *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Haunter

70 HP

STAGE 1

Evolves from Gastly

Time Spiral

If your opponent has any Evolved Pokémon in play, choose 1 of them and flip a coin. If heads, remove the highest Stage Evolution card on that Pokémon and have your opponent shuffle it into his or her deck.

Haunt

Put 2 damage counters on the Defending Pokémon.

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Kabuto

60 HP

STAGE 1

Evolves from Mysterious Fossil

Illus. Takao Unno

Poké-BODY **Ancient Protection**

Each of your Omanyte, Omastar, Kabuto, Kabutops, and Kabutops ex has no Weakness.

Granite Head 20

During your opponent's next turn, any damage done to Kabuto by attacks is reduced by 10 *(after applying Weakness and Resistance).*

Weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Kecleon

60 HP

BASIC

Illus. Tomokazu Komiya

Poké-BODY **Reactive Colors**

If Kecleon has any React Energy cards attached to it, Kecleon is [G], [R], [W], [L], [P], and [F] type.

Tongue Whip

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness	resistance	retreat cost
[F]		[C]

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Lairon

70 HP

STAGE 1

Evolves from Aron

Rest

Remove all Special Conditions and 5 damage counters (all if there are less than 5) from Lairon. Lairon is now Asleep.

Body Slam 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

PRU NO? NSN ©2006 Pokémon/Nintendo

Machoke

80 HP

STAGE 1

Evolves from Machop

Illus. Kagemaru Himeno

Poké-BODY **Paranoid**

As long as Machoke is Confused, Machoke's attacks do 50 more damage to the Defending Pokémon *(before applying Weakness and Resistance)*.

Split Kick

Does 20 damage to each Defending Pokémon.

Magnum Punch 40

weakness resistance retreat cost

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Misdreavus

50 HP

BASIC

Illus. Yuka Box

Poké-BODY **Deep Sleep**

As long as Misdreavus is your Active Pokémon, each player flips 2 coins for his or her Pokémon that is Asleep between turns. If either coin is tails, that Pokémon is still Asleep.

Return Trance

Return an Energy card attached to Misdreavus to your hand. The Defending Pokémon is now Asleep.

Dream Eater 30

If the Defending Pokémon is not Asleep, this attack does nothing

Weakness

Resistance

Retreat Cost

©2006 Pokémon/Nintendo

Nuzleaf

70 HP

STAGE 1 *Evolves from Seedot*

Pound 20

Plunder 30

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

weakness resistance -30 retreat cost

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Roselia

60 HP

BASIC

Illus. Kagemaru Himeno

Poké-BODY Reactive Aroma

As long as Roselia has any React Energy cards attached to it, remove 1 damage counter from each of your Pokémon (excluding Pokémon-ex) that has any React Energy cards attached to it between turns. You can't use more than 1 Reactive Aroma Poké-Body each turn.

Flick Poison

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

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Sealeo

70 HP

STAGE 1

Evolves from Spheal

Poké-POWER **Power Circulation**

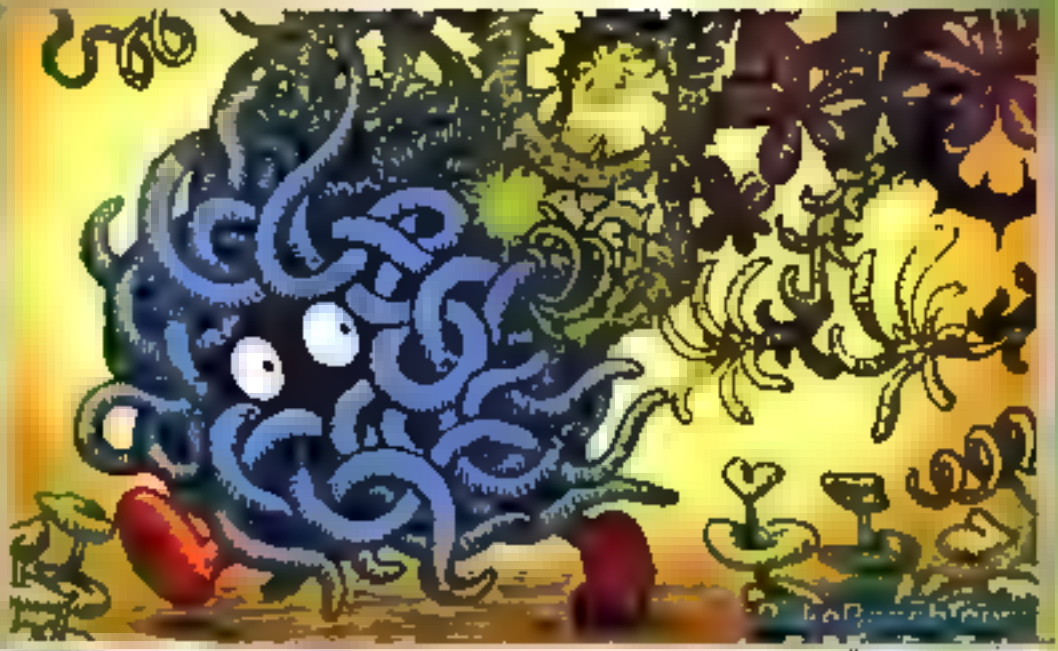
Once during your turn *(before your attack)*, you may search your discard pile for a basic Energy card, show it to your opponent, and put it on top of your deck. If you do, put 1 damage counter on Sealeo. This power can't be used if Sealeo is affected by a Special Condition.

Lunge Out 30

weakness resistance retreat cost

Tangela

60 HP



BASIC

Illus. Ayu Kusuda

Poké-BODY **Reactive Healing**

Whenever you attach a React Energy card from your hand to Tangela, remove all damage counters from Tangela.

Entangling Vines 10

If the Defending Pokémon is a Basic Pokémon, that Pokémon can't attack during your opponent's next turn.

Gentle Wrap 30

The Defending Pokémon can't retreat during your opponent's next turn.

weakness resistance -30 retreat cost

©2004 Pokémon/Nintendo

Tentacruel

70 HP

Illus. Ayaka Yoshida

STAGE 1

Evolves from Tentacool

Poké-BODY **Reactive Shield**

As long as Tentacruel has any React Energy cards attached to it, prevent all effects, including damage, done to any of your Tentacruel in play by attacks from your opponent's Pokémon-ex.

Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Fury Strikes 20×

Flip 3 coins. This attack does 20 damage times the number of heads.

weakness resistance retreat cost

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Vibrava

80 HP

STAGE 1

Evolves from Trapinch

Illus. Atsuko Nishida

Supersonic

Flip a coin. If heads, the Defending Pokémon is now Confused.

Bi-Blast 20+

If Vibrava has any React Energy cards attached to it, this attack does 20 damage plus 20 more damage.

weakness

resistance -30

retreat cost

©2006 Pokémon/Nintendo

Weepinbell

70 HP

Illus. Kahoru Kobata

STAGE 1

Evolves from Bellsprout

Sleep Seed 20

The Defending Pokémon is now Asleep.

Vine Whip 40

weakness resistance retreat cost

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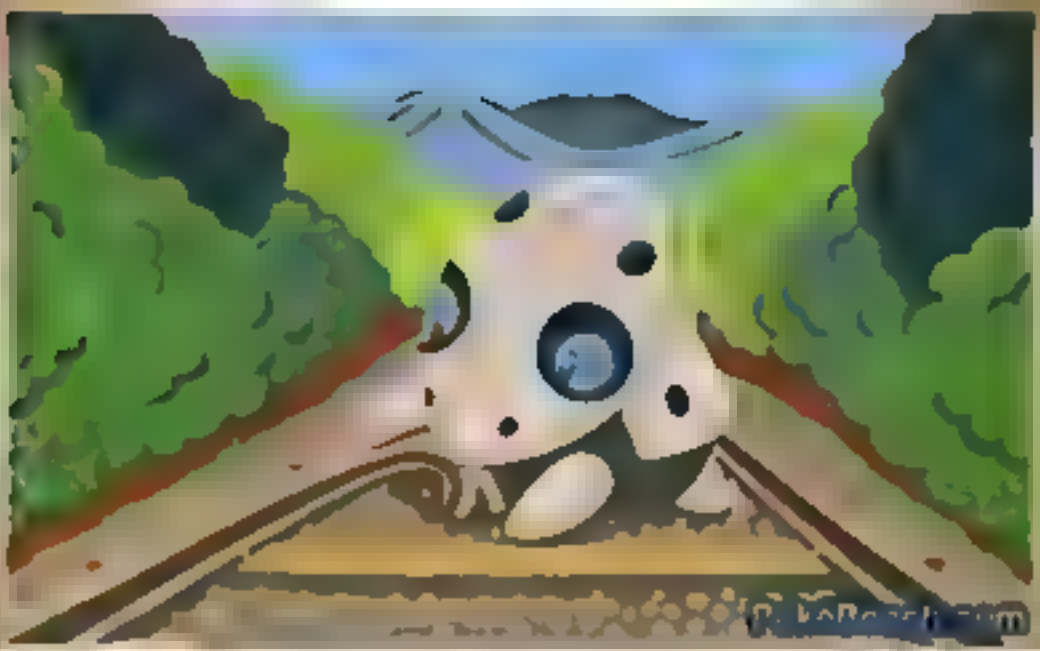
Aron

50 HP



BASIC

Self Charge

Attach a Energy card from your hand to Aron.

Headbutt 20

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Bellsprout

50 HP

BASIC

Illus. Ayaka Harada

Sleep Powder

The Defending Pokémon is now Asleep.

Weakness

resistance

retreat cost

©2006 Pokémon/Nintendo

Chinchou

50 HP

BASIC

Illus. Sachiko Adachi

Random Spark

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Lightning Ball 20

weakness | resistance | retreat cost

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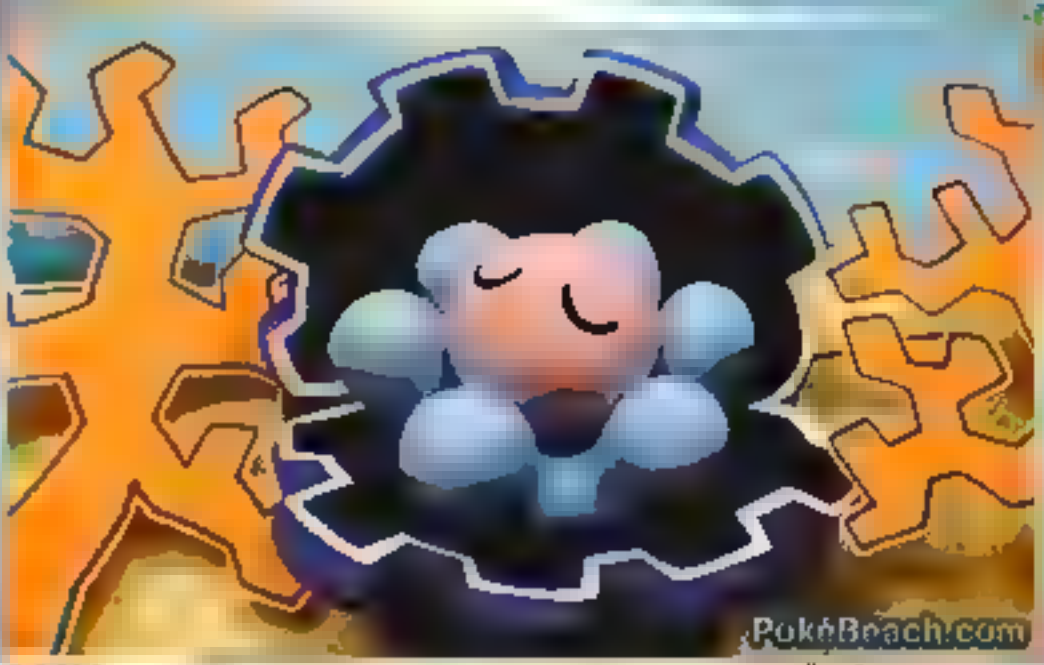
Clamperl

50 HP



BASIC

Illus. Sachiko Adachi

Iron Defense

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Clamperl during your opponent's next turn.

Clamp Splash 10

weakness resistance retreat cost

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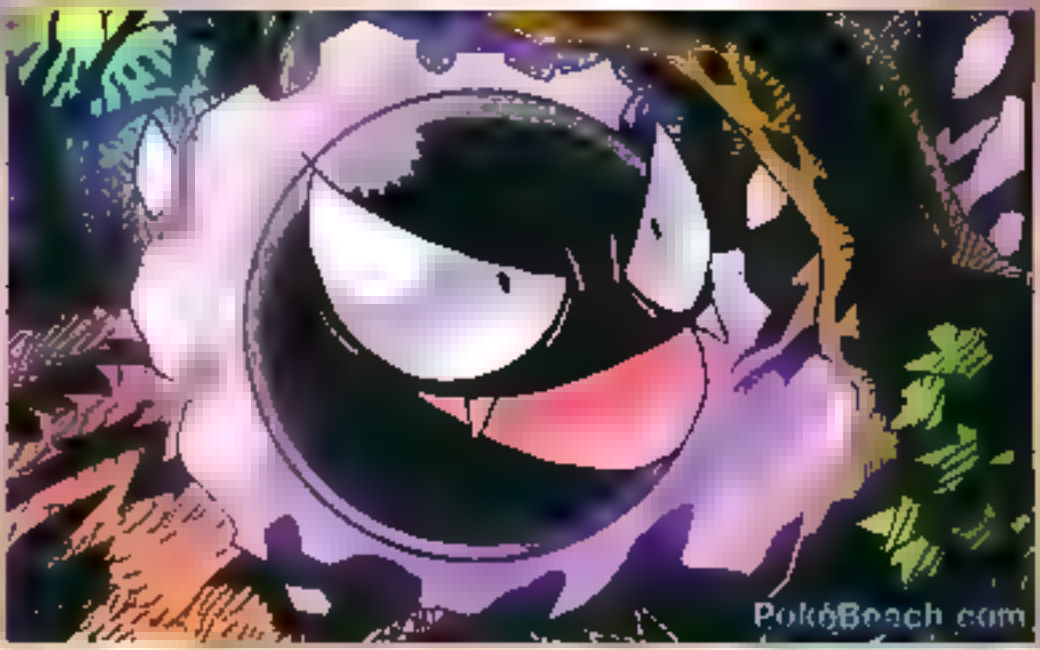
Gastly

40 HP



BASIC

Lick

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Smog

The Defending Pokémon is now Poisoned.

weakness

resistance

retreat cost

Geodude

50 HP

BASIC

Illus. Miki Tanaka

Selfdestruct 50

Does 10 damage to each Benched Pokémon *(both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)* Geodude does 50 damage to itself.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Grimer

40 HP

BASIC

Illus. Tomokazu Komiya

Ascension

Search your deck for a card that evolves from Grimer and put it onto Grimer. (This counts as evolving Grimer.) Shuffle your deck afterward.

Sludge Toss 20

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Growlithe

50 HP

BASIC

Illus. Kanako Eo

Body Slam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Firebreathing 10+

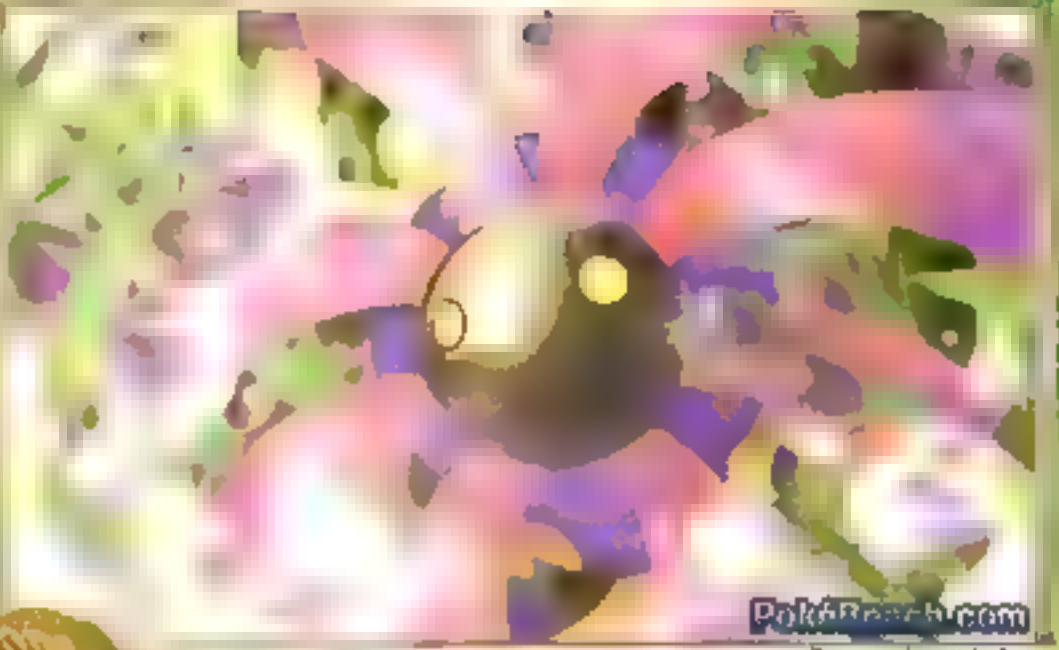
Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Lileep

80 HP



Illus. Atsuko Nishida

STAGE 1

Evolves from Root Fossil

Tender Tentacles 20

If Lileep has any React Energy cards attached to it, remove 2 damage counters from Lileep.

Confuse Ray 20

The Defending Pokémon is now Confused.

weakness | resistance | retreat cost

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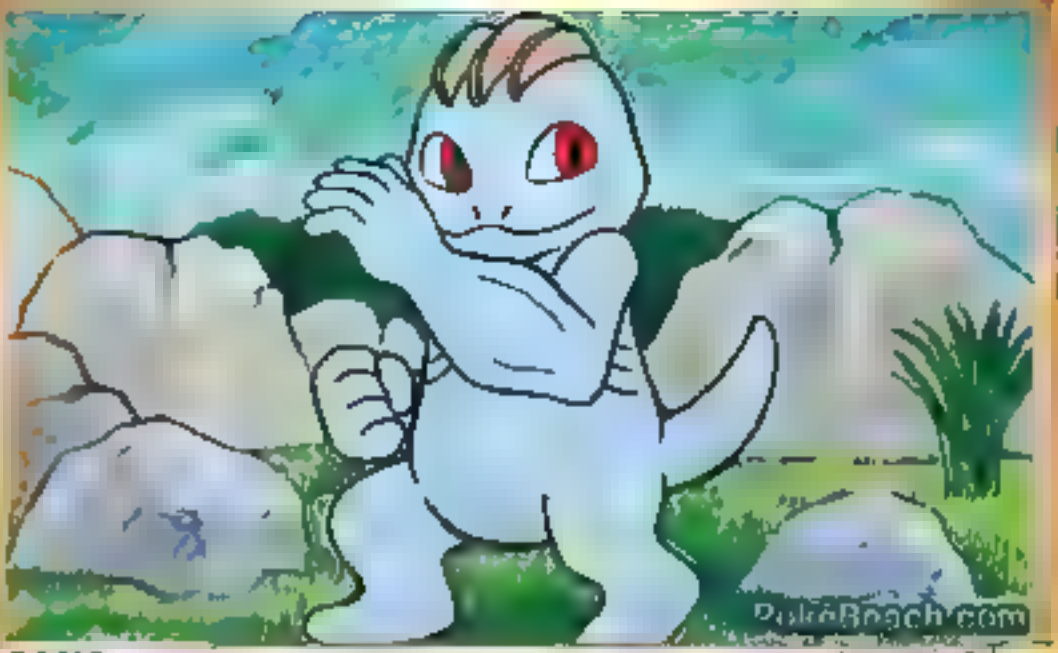
Machop

50 HP



BASIC

Illus. Yuuko Baba

Mach Punch 10

Does 10 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

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Magby

40 HP

BASIC

Illus. Yuka Morii

Poké-POWER **Baby Evolution**

Once during your turn *(before your attack)*, you may put Magmar from your hand onto Magby (this counts as evolving Magby) and remove all damage counters from Magby.

Ignite 10

If Full Flame is in play, the Defending Pokémon is now Burned.

weakness | resistance | retreat cost

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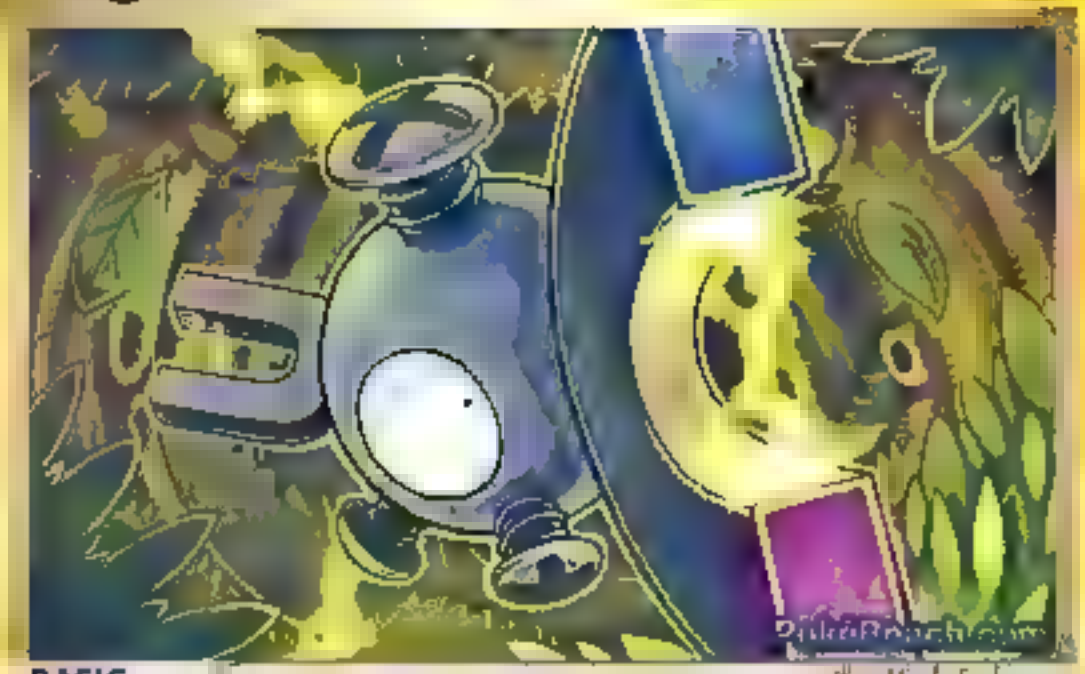
Magnemite

50 HP



BASIC

Illus. Hiroki Fushino

Magnetic Swirl 10

Flip a coin. If tails, this attack does nothing. If heads, discard an Energy attached to the Defending Pokémon.

weakness | resistance -30 | retreat cost

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Omanyte

70 HP

STAGE 1

Evolves from Mysterious Fossil

Illus. Kenkichi Toyama

Poké-BODY **Ancient Tentacles**

Damage done to your opponent's Pokémon by your Omanyte, Omastar, Kabuto, Kabutops, or Kabutops ex isn't affected by Resistance.

Rising Lunge 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

weakness resistance retreat cost

MAK-HV2-NBE

©2006 Pokémon/Nintendo

Seedot

40 HP

BASIC

Illus. Yuka Morii

Drawup Power

Search your deck for an Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward

Continuous Tumble 10×

Flip a coin until you get tails. This attack does 10 damage times the number of heads

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Sentret

50 HP

BASIC

Illus. Tomokazu Komiya

Scratch 10

Quick Attack 10+

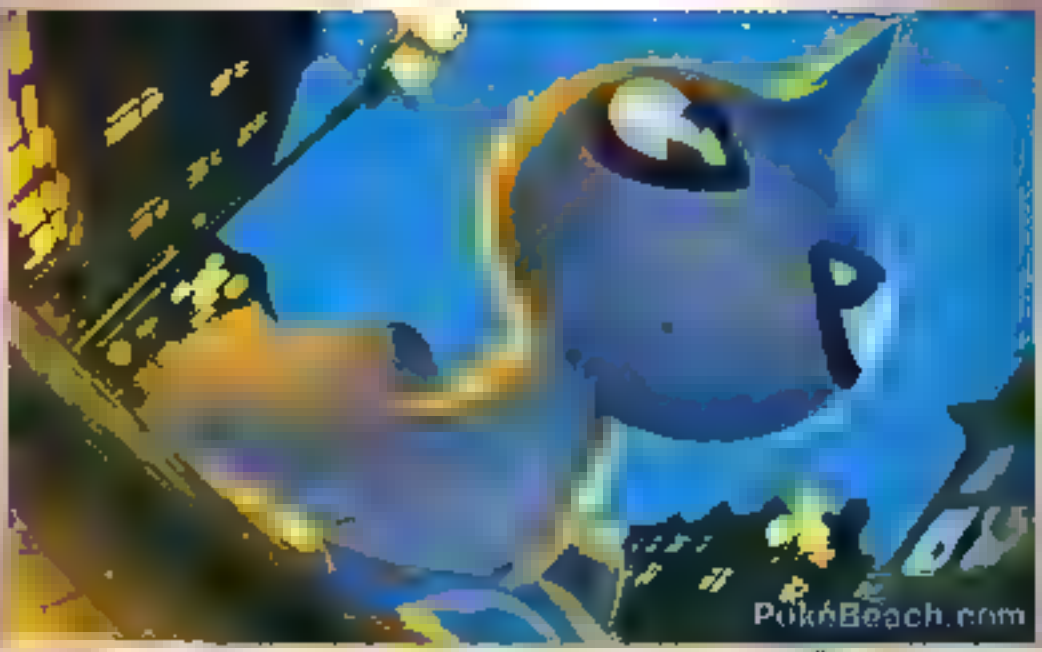
Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Shuppet

50 HP



BASIC

	Headbutt	10
	Will-o'-the-wisp	20

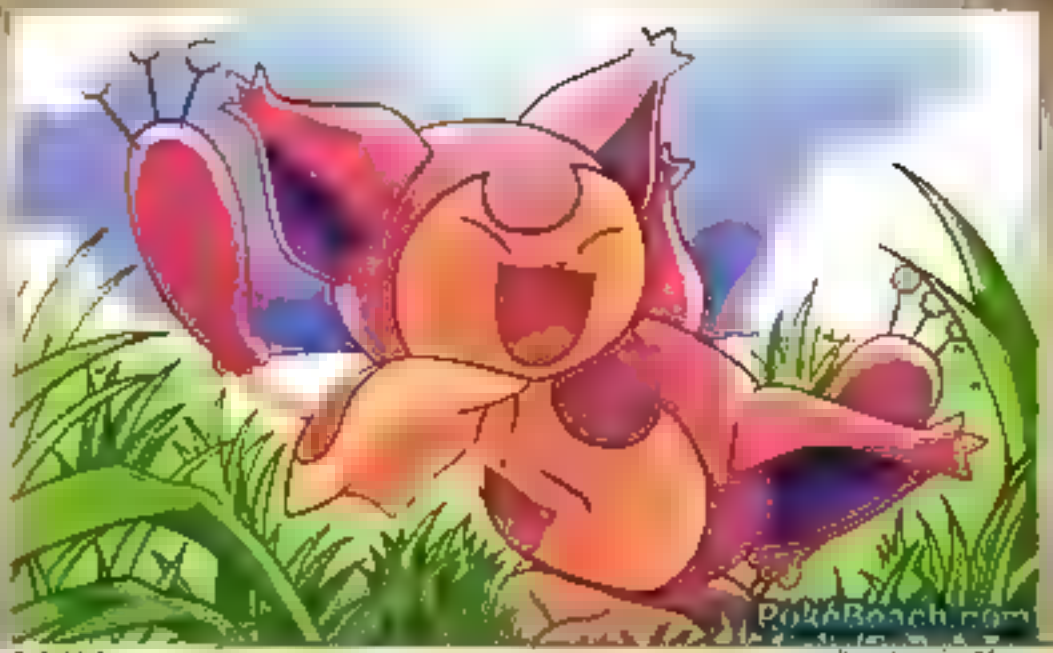
weakness

resistance

retreat cost

Skitty

50 HP



BASIC

Illus. Satoshi Tajiri

Important Errands

Search your deck for a React Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Jump On 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness | resistance | retreat cost

©2006 Pokémon/Nintendo

Spheal

50 HP

BASIC

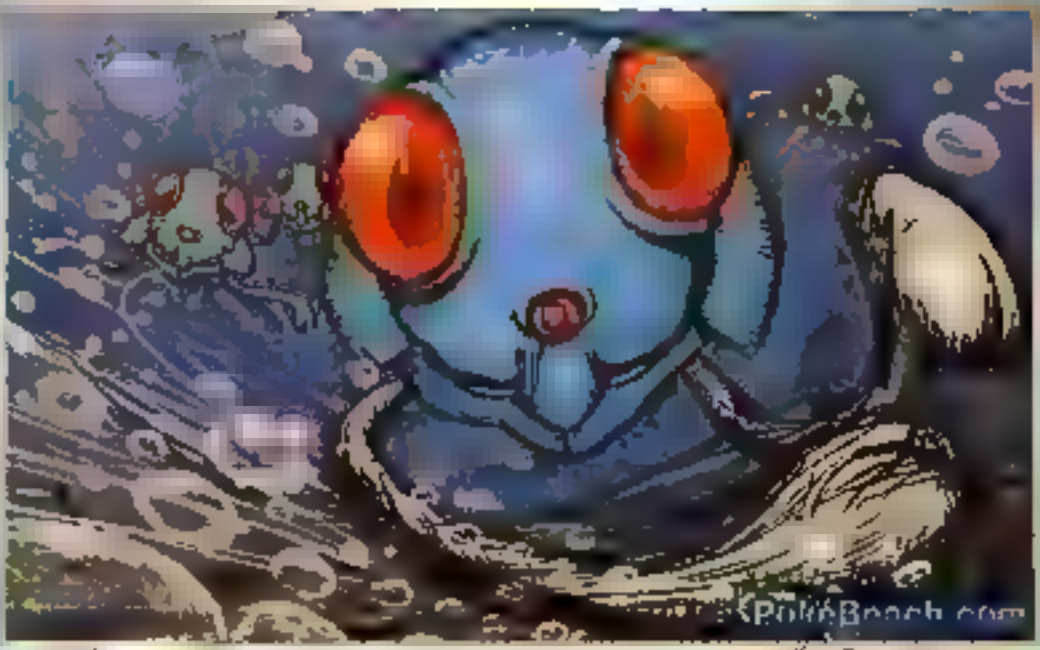
Illus. Mike Inocko

Ram 20

weakness resistance retreat cost

Tentacool

50 HP



BASIC

Poison Sting

The Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

Trapinch

50 HP

BASIC

Illus. Tomokazu Komiya

Pebble Throw

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Double Pinchers 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness resistance retreat cost

©2006 Pokémon/Nintendo

Voltorb

50 HP

BASIC

Illus. Midori Harada

Thunder Wave

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Bouncing Ball 30

Voltorb does 10 damage to itself.

weakness | resistance | retreat cost

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Wailmer

80 HP

BASIC

Illus. Sumiyoshi Kizuki

Double Tackle

Does 20 damage to each Defending Pokémon

Whirlpool 30

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Wurmple

50 HP

BASIC

Illus. Yusuke Baba

Poké-BODY **Poison Payback**

If Wurmple is your Active Pokémon and is damaged by an opponent's attack *(even if Wurmple is Knocked Out)*, the Attacking Pokémon is now Poisoned.

String Pull

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Wynaut

50 HP

BASIC

Illus. Yuka Morii

Poké-POWER **Baby Evolution**

Once during your turn *(before your attack)*, you may put Wobbuffet from your hand onto Wynaut (this counts as evolving Wynaut) and remove all damage counters from Wynaut.

Confusion Wave

Both Wynaut and the Defending Pokémon are now Confused.

weakness resistance retreat cost

DHG-XRS-KFG

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TRAINER

Stadium

Cursed Stone

Illus. Ryo Ueda

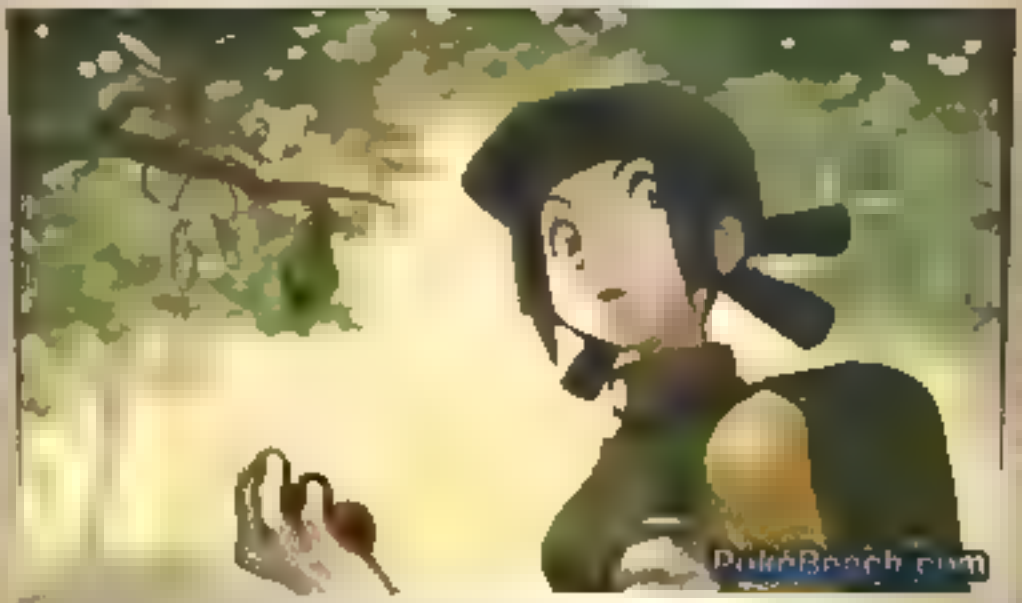
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

At any time between turns, each player puts 1 damage counter on his or her Pokémon that has a Poké-Power.

TRAINER

Supporter

Fieldworker



Illus. Ken Sugimori

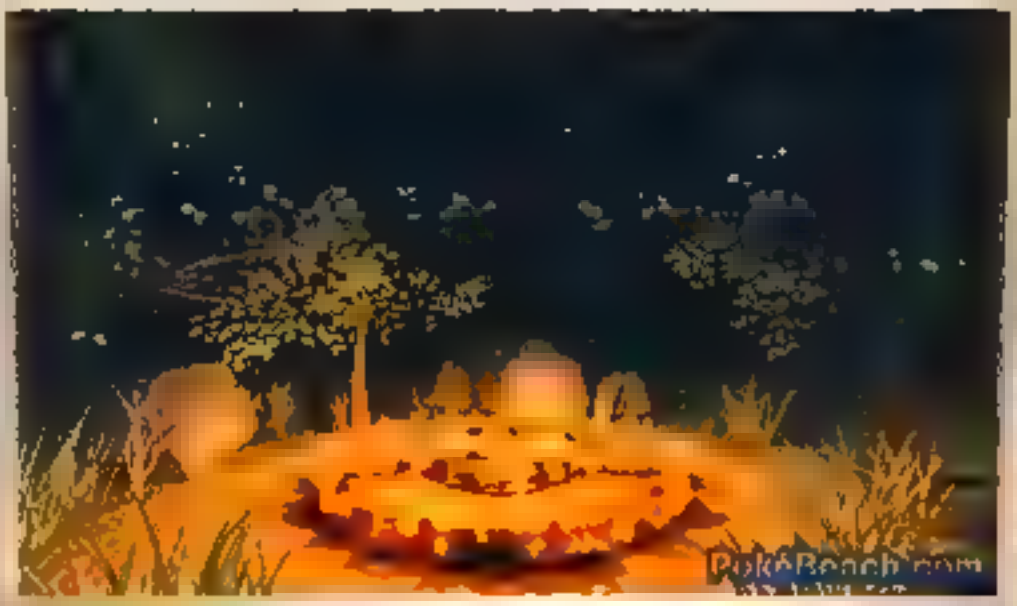
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw 3 cards. Your opponent may also draw a card.

TRAINER

Stadium

Full Flame



Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Put 4 damage counters instead of 2 on each Burned Pokémon between turns. The Special Condition Burned can't be removed by evolving or devolving the Burned Pokémon.

TRAINER

Stadium

Giant Stump

Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

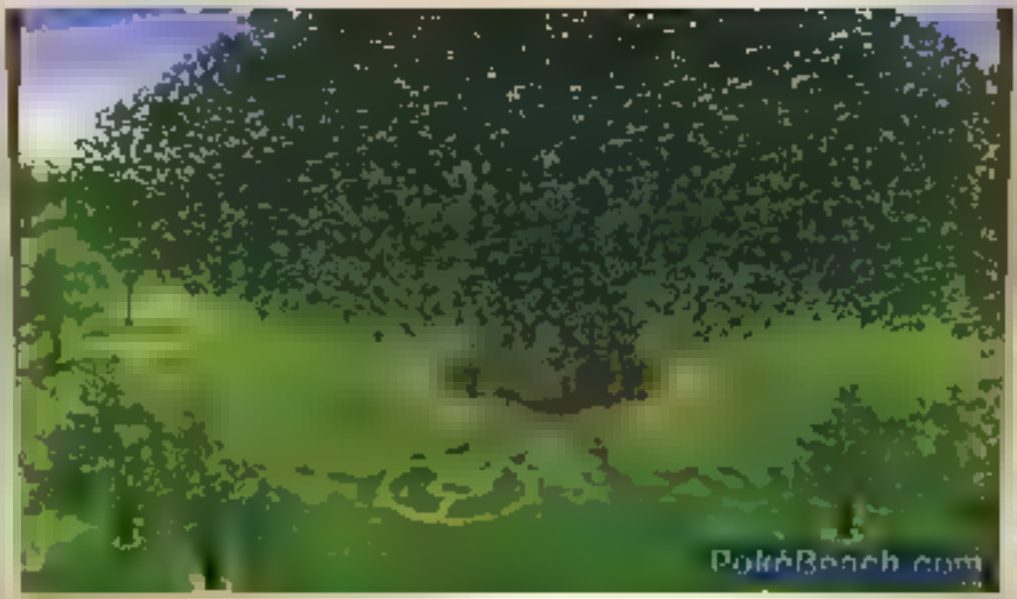
Each player can't have more than 3 Benched Pokémon.

When Giant Stump comes into play, each player discards Benched Pokémon and any cards attached to them until he or she has 3 Benched Pokémon. (You discard your Pokémon first.)

TRAINER

Stadium

Power Tree



Illus. Ryo Ueda

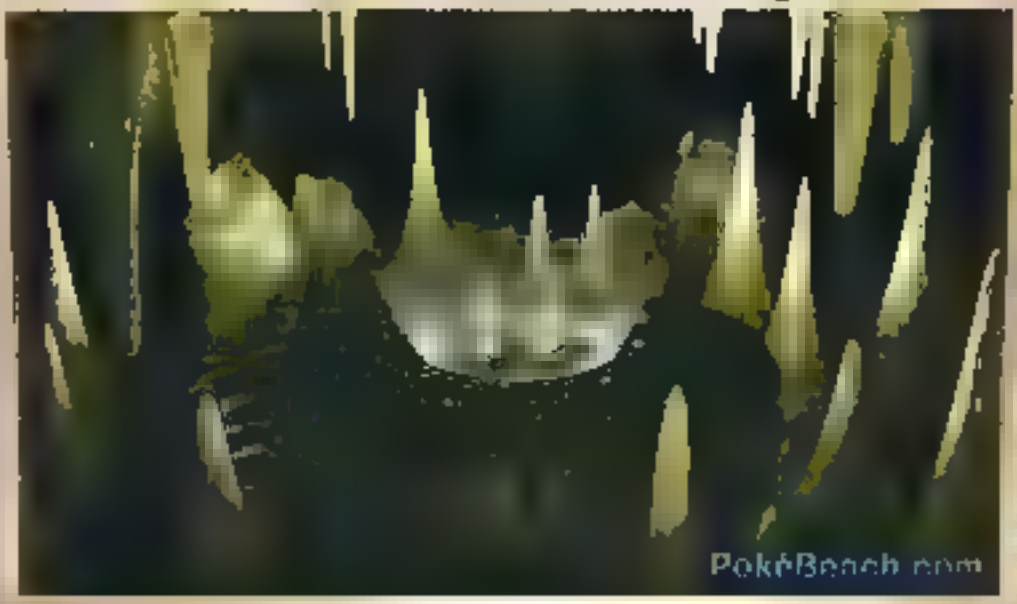
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Once during each player's turn, if the player has no Special Energy cards in his or her discard pile, that player searches his or her discard pile for a basic Energy card, shows it to the opponent, and puts it into his or her hand

TRAINER

Stadium

Strange Cave



Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Once during each player's turn, that player may put an Omanyte, Kabuto, Aerodactyl, Aerodactyl ex, Lileep, or Anorith onto his or her Bench from his or her hand. Treat the new Benched Pokémon as Basic Pokémon.

TRAINER

Claw Fossil HP 40

Illus. Ryo Ueda

Play Claw Fossil as if it were a Basic Pokémon. While in play, Claw Fossil counts as a ✱ Pokémon (as well as a Trainer card). Claw Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Claw Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Claw Fossil from play.

Poké-BODY Jagged Stone

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack (*even if Claw Fossil is Knocked Out*), put 1 damage counter on the Attacking Pokémon.

TRAINER

Mysterious Fossil HP 50

Illus. Ryo Ueda

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a ✱ Pokémon (as well as a Trainer card). Mysterious Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

TRAINER

Root Fossil HP 40

Illus. Ryo Ueda

Play Root Fossil as if it were a Basic Pokémon. While in play, Root Fossil counts as a ✱ Pokémon (as well as a Trainer card). Root Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Root Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Root Fossil from play.

POKÉ-BODY **Spongy Stone**

At any time between turns, remove 1 damage counter from Root Fossil.

ENERGY

PokéBeach.com

Rainbow Energy

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

Illus. Takumi Akabane

ENERGY

Arcanine ex

120 HP

STAGE 1

Evolves from Growlithe

Illus. Hikaru Koike

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY Fire Remedy

Whenever you attach a Fire Energy from your hand to Arcanine ex, remove 1 damage counter and all Special Conditions from Arcanine ex.

Overrun 30

Does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Flame Swirl 100

Discard 2 Fire Energy or 1 React Energy card attached to Arcanine ex.

weakness

resistance

retreat cost

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Armaldo ex

160 HP

STAGE 2

Evolves from Anorith

Illus. Kimiya Masago

When Pokémon ex has been Knocked Out your opponent takes 2 Prize cards

Poké-BODY Dual Armor

As long as Armaldo ex has any React Energy cards attached to it, Armaldo ex is both and type.

Spiral Drain 40

Remove 2 damage counters from Armaldo ex.

Vortex Chop 70

If the Defending Pokémon has any Resistance, this attack's base damage is 100 instead of 70.

weakness

resistance

retreat cost

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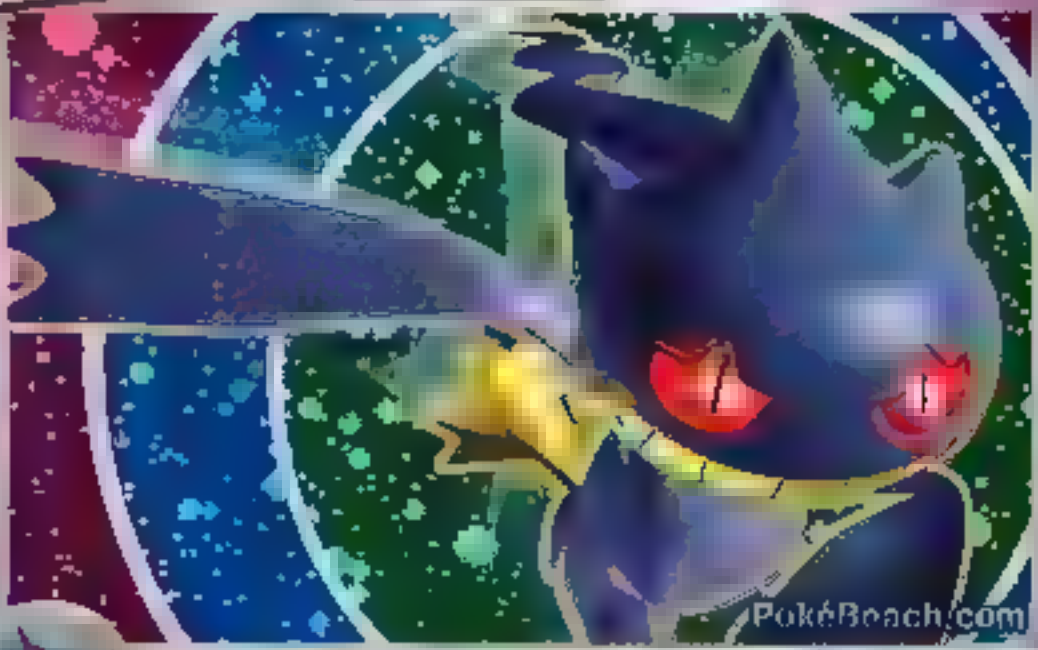
Banette ex

90 HP



STAGE 1

Evolves from Shuppet

When your Pokémon ex has been Knocked Out your opponent takes 2 Prize cards

Poké-POWER Shady Move

Once during your turn *(before your attack)*, if Banette ex is your Active Pokemon, you may move 1 damage counter from either player's Pokémon to another Pokémon *(yours or your opponent's)*. This power can't be used if Banette ex is affected by a Special Condition

Shadow Chant 30+

Does 30 damage plus 10 more damage for each Supporter card in your discard pile. You can't add more than 60 damage in this way

weakness

resistance

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Dustox ex

140 HP

STAGE 2

Evolves from Cascoon

Illus. Mitsuhiro Arita

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Safeguard

Prevent all effects of attacks, including damage, done to Dustox ex by your opponent's Pokémon-ex.

Silver Wind 40

During your next turn, if an attack does damage to the Defending Pokémon *(after applying Weakness and Resistance)*, that attack does 30 more damage.

Cutting Wind 70

weakness

resistance

retreat cost

©2006 Pokémon/Nintendo

Flygon ex

150 HP

STAGE 2

Evolves from Vibrava

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

Poké-Power: Emerge Charge

Once during your turn, when you play Flygon ex from your hand to evolve 1 of your Pokémon, you may search your discard pile for up to 2 Energy cards and attach them to Flygon ex.

Reactive Blast 40+

You may discard any number of React Energy cards attached to Flygon ex. If you do, this attack does 40 damage plus 30 more damage for each React Energy card you discarded.

Dragon Claw 100

weakness

resistance -30

retreat cost

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Mew ex

90 HP

BASIC

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Versatile

Mew ex can use the attacks of all Pokémon in play as its own. (You still need the necessary Energy to use each attack.)

Power Move

Search your deck for an Energy card and attach it to Mew ex. Shuffle your deck afterward. Then, you may switch Mew ex with 1 of your Benched Pokémon.

weakness

resistance

©2006 Pokémon

Walrein *ex*

150 HP

STAGE 2

Evolves from Seaking

Illus. Kimiyo Masaya

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY **Icy Aura**

As long as Walrein ex is your Active Pokémon, put 1 damage counter on each Active Pokémon *(both yours and your opponent's)* between turns, excluding Pokémon.

Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Ice Throw 80

If the Defending Pokémon is a Pokémon, this attack's base damage is 120 instead of 80.

weakness resistance retreat cost

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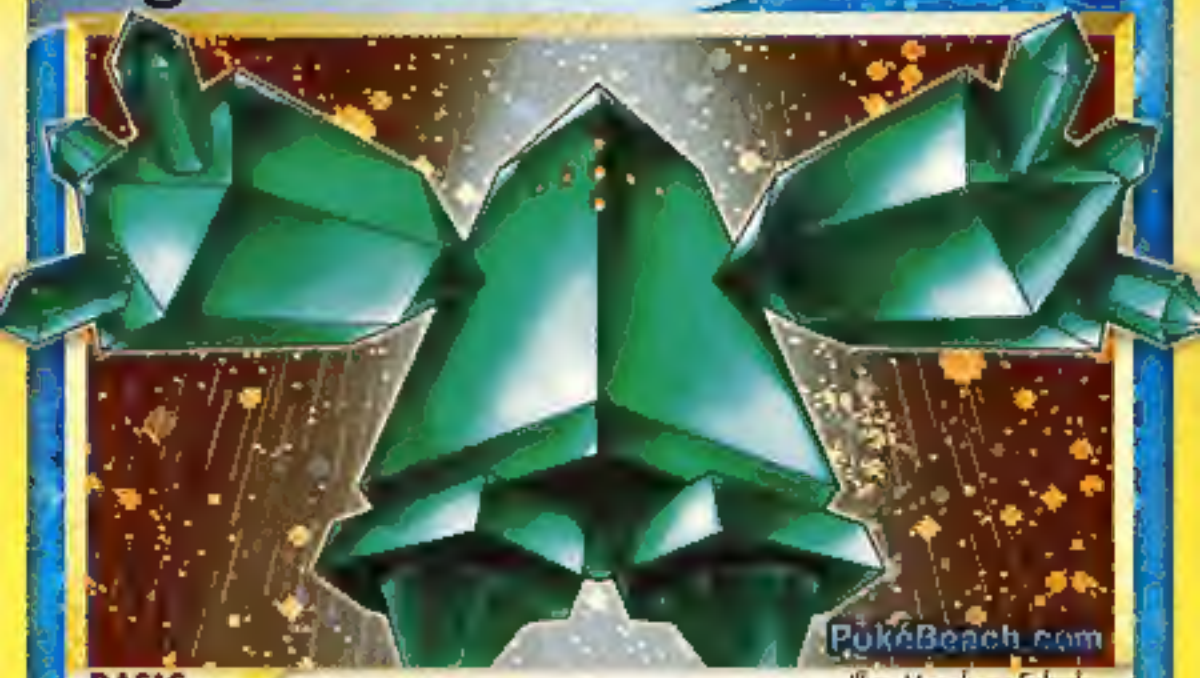
Regice ☆ 90 HP



BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon☆ in your deck.

Ice Barrier 10

Prevent all effects of an attack, including damage, done to Regice ☆ by your opponent's Pokémon-ex during your opponent's next turn.

Final Blizzard 30

If your opponent has only 1 Prize card left and Regice ☆ is the only Pokémon you have in play, this attack does 30 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

©2006 Pokémon/Nintendo

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

Dig Drain 10

Remove 1 damage counter from Regirock ☆.

Final Blast 30

If your opponent has only 1 Prize card left and Regirock ☆ is the only Pokémon you have in play, this attack's base damage is 100 instead of 30.

weakness

resistance

retreat cost

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Registeel ☆ 90 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

Barrier Attack 10

During your opponent's next turn, any damage done to Registeel ☆ by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

Final Laser

Put 3 damage counters on your opponent's Pokémon in any way you like. If your opponent has only 1 Prize card left and Registeel ☆ is the only Pokémon you have in play, put 6 damage counters instead.

Weakness

Resistance -30

Retreat Cost

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92/92

Pikachu

δ Delta Species

40 HP

BASIC

Illus. Ryo Ueda

Thunder Wave

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Iron Tail 20×

Flip a coin until you get tails. This attack does 20 damage times the number of heads.

weakness

retreat cost

ECA-BK1-JP

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93/92